CLAIMS

What is claimed, and desired to be secured by letters of patent is:

1. (Twice amended) A toy vehicle comprising:

   vehicle chassis or frame having a plurality of wheels,

   motor driving at least one wheel of the vehicle,

   input control means, which includes at least one of a switch, a sound activated sensor, a voice activated module, a speech recognition module, a light activated sensor, and a magnetic sensor, to enable a player to control the vehicle, and interact with the vehicle, and

   additional means to control the operation of the vehicle, and which causes the vehicle, at certain times, to function in a manner that is different from its normal operation when it is responsive to said input control means.

2. (Twice amended) The toy vehicle of claim 1, wherein said additional means to control the operation of the vehicle includes an algorithm that employs random function to determine when the vehicle operates in a manner that is different from its normal operation when it is responsive to input control means.

3. (Twice Amended) The toy vehicle of claim 1 further comprising a receiver mounted in the vehicle to receive signals from a transmitter unit located remotely from said vehicle.

4. (Amended) The toy vehicle of claim 3 wherein said input control means includes at least a switch located on the transmitter unit.

5. (Twice amended) The toy vehicle of claim 1 wherein the movement of the vehicle is at certain times responsive to said input control means, and at other times is either not responsive to said input control means, or is contradictory to the normal movement of the vehicle when it is responsive to the input control means.

Claim 6 has been cancelled

7. (Amended) The toy vehicle of claim 1 wherein said additional means to control the operation of the vehicle includes an algorithm that determines if the manner in which a user

interacts with the vehicle is consistent with past interactions.

8.   The toy vehicle of claim 1 further comprising a mechanism to steer the vehicle.

9.   The toy vehicle of claim 1 wherein the housing of the vehicle is shaped as a motorcycle, car, truck, van, military tank, train, plane or a boat.

10.   (Twice amended) A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanism, which includes at least one of a switch, a sound activated sensor, a voice activated module, a speech recognition module, a light activated sensor, and a magnetic sensor, to enable a player to control the vehicle, and interact with the vehicle,

a microprocessor,

a control logic executed on a processor to control the operation of the vehicle,

a control logic segment that generates interactions with the user of the vehicle,

computer memory to store user's responses to said interactions, and

a control logic segment that is based on user's responses to interactions, and which, at certain times, causes the vehicle to operate in a manner that is different from its normal operation when it is responsive to the input control mechanism.

Claim 11 has been cancelled

12.   (Twice amended) A toy vehicle as recited in claim 10, wherein the control logic segment that controls the operation of the vehicle includes a first algorithm that defines knowledge information, which is based on past user's responses to interactions, and a second algorithm that evaluates user's response to an interaction, for classifying into one of a plurality of categories, wherein a first category corresponds to a stored response, and at least a second category corresponds to a response that is different from said stored response.

13.   (Twice amended) The toy vehicle of claim 10 further comprising a receiver mounted in the vehicle to receive input control signals from a transmitter unit located remotely from said vehicle.

14.   (Twice amended) The toy vehicle of claim 13 wherein said input control

mechanism includes at least a switch located on the transmitter unit.

15. (Amended) The toy vehicle of claim 10 wherein said user's responses include plugging in accessories into the toy vehicle.

16. (Twice amended) A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the vehicle, and interact with the vehicle,

a microprocessor,

a software program executed on a processor to control the operation of the vehicle,

a program segment that generates interactions with the user of the vehicle,

computer memory to store user's responses to interactions,

a program segment that defines knowledge information based on past user's responses to interactions, and

a program segment that compares current user's responses to stored responses to determine when the operation of the vehicle is different from its normal operation when it is responsive to said input control mechanisms.

17. (Amended) The toy vehicle recited in claim 16, wherein said past or current user's responses include activating accessories to the vehicle.

18. (Amended) The toy vehicle recited in claim 16, wherein said user's responses include plugging in accessories to the vehicle.

19. (Amended) The toy vehicle recited in claim 16, wherein the program segment that compares current user's responses to stored responses causes the vehicle to operate in a plurality of states.

20. (Twice amended) The toy vehicle recited in claim 19, wherein said plurality of states includes a first state during which the operation of the vehicle is totally responsive to input control mechanisms, and a second state during which the operation of the vehicle is at certain

times responsive to input control mechanisms, and at other times is totally not responsive to said input control mechanisms.

21. (Twice amended) A toy vehicle as recited in claim 20, further comprising a program segment that controls the vehicle to execute one or more pre-programmed movements during said second state when the vehicle is not responsive to input control mechanisms.

22. (Twice amended) A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the movement of the vehicle, and interact with the vehicle,

a microprocessor,

a software program executed on a processor to control the operation of the vehicle,

a program segment that generates interactions with the user of the vehicle,

a database that includes predetermined responses to said interactions, and

a program segment that compares user's responses to interactions with said predetermined responses to determine when the movement of the vehicle is responsive to the input control mechanisms.

23. (Amended) A toy vehicle as recited in claim 22, wherein the vehicle operates in a plurality of states, including a first state during which the operation of the vehicle is responsive to the input control mechanisms, and a second state during which the vehicle executes one or more pre-programmed movements that are not responsive to the input control mechanisms.

24. (Twice amended) A toy vehicle as recited in claim 23, wherein said program segment that determines when the movement of the vehicle is responsive to the input control mechanisms includes an algorithm that employs random function.

25. (Twice amended) A toy vehicle as recited in claim 22, wherein said input control mechanisms include plurality of push buttons, switches, pressure switches, touch switches, sensors, voice activated switches, speech recognition module, push buttons located on a remote control apparatus, or accessories that can be plugged into the vehicle to enable a user to control

the vehicle and provide responses to interactions.

26.   (Amended) A toy vehicle as recited in claim 16, further including an algorithm that employs a random function to determine when the operation of the vehicle is different from its normal operation when it is responsive to said input control mechanisms.

27.   (Amended) A toy vehicle comprising:
vehicle body having a plurality of wheels,
motor driving at least one wheel of the vehicle,
input control mechanisms to enable a player to control the vehicle, and interact with the vehicle,
a microprocessor or a micro-controller to control the operation of the vehicle, and
a control logic executed on the processor that controls the operation of the vehicle independent of control signals received from said input control mechanisms, and which includes an algorithm that employs at least one of a random function, and a function that determines if the manner in which a user interacts with the vehicle is consistent with past interactions.

28.   (Amended) A toy vehicle as recited in claim 27 wherein the housing of the vehicle is shaped as a motorcycle, car, truck, van, military tank, train, plane or a boat.

29.   (Amended) A toy vehicle as recited in claim 27 wherein said function that determines if the manner in which a user interacts with the vehicle is consistent with past interactions compares user's responses to interactions generated by the vehicle with stored responses.

30.   (Amended) A toy vehicle as recited in claim 27 wherein said input control mechanisms include a plurality of push buttons, switches, pressure switches, touch switches, sensors, voice activated switches, speech recognition module, push buttons located on a remote control apparatus, or accessories that can be plugged into the vehicle to enable a user to control the vehicle, and provide responses to interactions.

31.   (Amended) A toy vehicle as recited in claim 27 wherein the operation of the motor is at certain times responsive to control signals received from input control mechanisms, and at other times is based on pre-programmed movements.

32. (Amended) A toy vehicle as recited in claim 29 wherein said stored responses are predefined in a program database.

33. A toy vehicle as recited in claim 29 wherein said stored responses include past user's responses to interactions initiated by the vehicle.

34. A toy vehicle as recited in claim 27 wherein said independent operation of the vehicle includes the operation of the motor in a manner that conflicts with its normal operation when it is responsive to input control mechanisms.

35. A toy vehicle as recited in claim 27, further comprising a mechanism to steer the vehicle.

36. A toy vehicle as recited in claim 35 further comprising a control logic segment that controls the operation of the steering mechanism independent of control signals received from the input control mechanisms.

37. (Amended) A toy vehicle as recited in claim 36 wherein said control logic segment is based on an algorithm that employs random function, which determine when the operation of the steering mechanism is responsive to control signals received from input control mechanisms, and when the operation of the steering mechanism is opposite to, or conflicts with, the steering operation corresponding to said control signals.

38. (Amended) A toy vehicle as recited in claim 36 wherein said control logic segment includes an algorithm that evaluates user's interactions with the vehicle to determine when the operation of the steering mechanism is responsive to control signals received from the input control mechanisms, and when the operation of the steering mechanism is independent of said control signals.